



Legal Issues in Modern Software Development



Today's Speakers



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Agenda

Software Development Project Management Models

- Introduction: Software Development Models
- Agile Contracting Considerations

Open-Source Software

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- Open-Source Software in Development

Artificial Intelligence

- Introduction: G A.I., M.L. and L.L.M.
- Risks in Using A.I. in Development





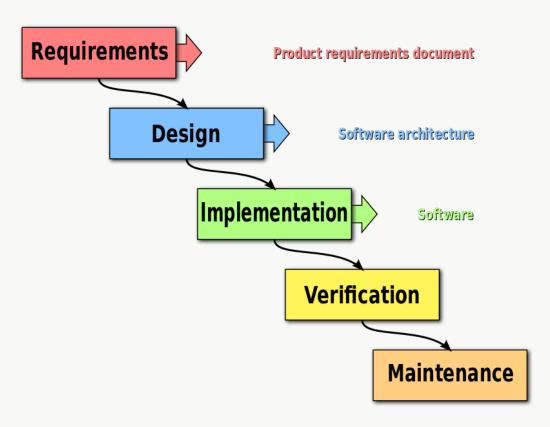
Software Development Project Management Models

Introduction: Software Development Models

Traditional Development Model

The "Waterfall Model"

- Series of distinct and linear project phases
- Assumption that the ultimate
 deliverable can be clearly defined
- Lends itself to identifying clear milestones for tracking progress

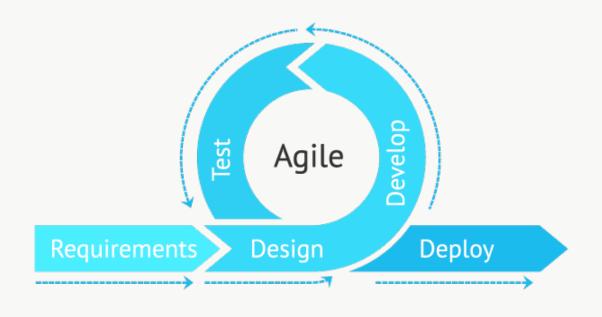




Agile Development Model

The "Agile Model"

- Breaking down project into small working cycles ("Sprint")
- Iterative and incremental development
- Constant delivery of working software
- Reassessment of milestones and requirements





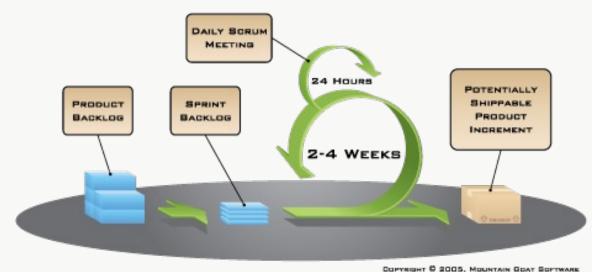
Agile in More Detail

Product Vision – high-level goals of the project set at the beginning

Product Backlog – prioritized list amended throughout the project of the items required for development

Sprint Backlog – subset of the Product Backlog and the to-do list for the particular Sprint

Sprint – fixed duration of development which cannot be extended





Three Key Agile Personnel

Product Owner

- Key point of contact on customer side
- Participates in Sprint meetings
- Takes primary responsibility for Product Backlog
- Can amend ProductBacklog

Dev Team

- Responsible for software development during the Sprints
- Participates in sprint meetings

Scrum Master

- Facilitator of the Agile process
- Usually a member of the Vendor's team
- Not a project manager



Defining Done

- Goal of a Sprint is to deliver workable software code
- –Options for establishing "Definition of Done":
 - Code has passed predetermined testing
 - Code is interoperable with larger components
 - Any coding standards have been met





Agile Contracting Considerations

Hypothetical Example

- -Customer wishes to purchase code from a thirdparty developer for use internally and possible resale.
- The vendor proposes that the project be managed using agile methodology.
- -How should each party address contractual terms?



Pricing

Waterfall Development

Fixed specifications means fixed price

- Iterative specifications means alternative models:
 - Time & Materials
 - Time & Materials capped per Sprint
 - Fixed price per Sprint
 - Value-based pricing



Warranties

Waterfall Development

- Qualified personnel
- Services performance in accordance with industry standards
- Non-infringement of IP
- Conformity to specification

- Qualified personnel
- Services performance in accordance with industry standards
- Non-infringement of IP
- Component interoperability with the larger project
- Personnel continuity



Termination Rights

Waterfall Development

- Standard mutual termination rights (breach, bankruptcy, etc.)
- Generally, no customer termination for convenience right with fixed price

- Standard mutual termination rights (breach, bankruptcy, etc.)
- Customer termination for convenience more delicate issue



Testing & Acceptance

Waterfall Development

- Defined specifications means objective testing criteria
- Strict acceptance criteria

- Overall project specifications are iterative and not static
- Testing and acceptance criteria must accommodate fluid specifications
- Each Sprint should have general pre-defined requirements for testing and acceptance



Governance & Dispute Resolution

Waterfall Development

- Ad-hoc governance meetings
- Strict testing/acceptance helps to avoid disputes
- Collaboration between business,
 legal and dev teams not essential

- Frequent cadence of governance meetings
- More potential for disputes since testing/acceptance is less strict
- Business, legal, and dev teams collaborate and trust each other



Intellectual Property

Waterfall Development

- Customer owns all developed IP
- Each party retains ownership of background IP
- Vendor may own residual rights

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- Each party retains ownership of background IP
- Vendor may own residual rights
- Customer owns Product Backlog and Product Vision



IP Ownership: SaaS vs License

Subscription as a Service

- Subscription model that applies to all customers
- IP is owned by the software company/vendor
- Each party retains ownership of background IP
- Customer may request source code escrow

License

- Generally made for a single customer's deployment
- Customer owns all developed IP



Agile Development Contracting Tips

- - -Structured Governance
 - Due Diligence on Dev team
 - Key Personnel Continuity
 - -Gating Mechanism for Fees and Milestones
 - -Termination for Convenience





Open-Source Software

Introduction: Open-Source Software

General Principles

- - -Promotes free use of software in unified structure
 - -Allows for faster development and evolution

Proprietary Software

- Not free to use
- Restrictions on reverse engineering, modification, and distribution

Open-Source Software

- Free to use
- Attribution requirements
- Certain obligations for use, modification, and distribution



Types of Open-Source Licenses

License Type

Public Domain

Permissive (Apache-, BSD- or MIT-style license)

Copyleft (Reciprocal or restrictive (GPL, Affero))

Restrictiveness

No restrictions

Few restrictions (attribution)

More restrictions (source code disclosure)



Copyleft Open-Source

Copyleft Open-Source License Examples:

Strong Weak

GPL v2 Lesser GPL (LGPL)

GPL v3 Eclipse Public License (EPL)

Affero Mozilla Public License (MPL)

Requirements:

 Any derivative works based on the original software component must also be licensed under the same OSS license



Open-Source Software in Development

Open-Source and Agile Development

Benefits of Open-Source in Agile:

Increase efficiency by leveraging existing code bases

Risks of Open-Source in Agile:

Inclusion of copyleft software

Mitigation:

- Governance and oversight
- -Tools for management of OSS (e.g., Sonatype / Snyk)



Open-Source and Community Development

Community Model:

- -Company provides an open-source component to the public
- Invites developers to contribute to the software to encourage adoption

Potential Concerns:

- -Who owns the contributions?
- –Who is liable for the component?



Managing Open Source Ingestion

- Documentation and OSS Audits
- Disclosure of OSS components by vendor
- Risks of Poor OSSManagement





Artificial Intelligence

Introduction: G A.I., M.L. and L.L.M.

G A.I., M.L. and L.L.M.

Generative Artificial Intelligence

(G A.I.)

Intelligent machines that can perform tasks that typically require human intelligence. Machine Learning (M.L.)

Computers programed to continuously learn patterns and make predictions from data.

Subset of A.I.

Large Language Models (L.L.M.)

Powerful A.I. models that understand and generate human-like text.

GPT-4 is one of the most popular LLMs

Subset of M.L.



GPT-4/ChatGPT; Google Bard, etc.

- GPT-4 is the latest L.L.M. engine from OpenAI. It powers ChatGPT, Bing Chat and other chatbots. Bard is Google's version
- -Input: A human user types a message to the chatbot in the form of a question, request, prompt or pasted text
- Output: ChatGPT produces textual output including prose, poetry, source code, tables etc.







One way to explain chatGPT to stockmarket investors is to compare it to a
financial advisor who uses past
performance data and market trends to
make predictions about future
investments. Just like a skilled financial
advisor, chatGPT uses large amounts of
training data to generate intelligent and
informed responses to questions,
providing valuable insights and
suggestions to users.



Risks in Using A.I. in Development

Confidentiality

- ChatGPT and other A.I. engines are under no confidentiality obligations
- Any input containing confidential information could be reproduced as part of an output to another user
- No exclusivity in outputs

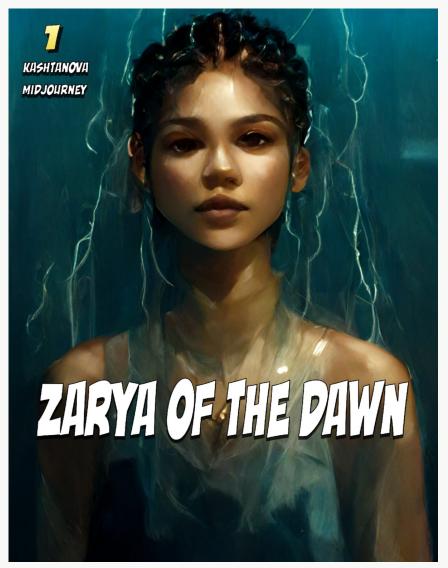




A.I. Works & Copyright Protection

- Al-powered text-to-image tools include Midjourney, Dall-E and Stable Diffusion
- The Copyright Act protects "original works of authorship" that are fixed in a tangible medium of expression
- The U.S. Copyright Office has read a human-authorship requirement into the statute
- U.S. Copyright Office has refused protection for A.I.-generated outputs





Intellectual Property Infringement

 A.I.-generated outputs may infringe the IP rights of third parties

-Getty Images, Inc. v. Stability AI, Inc.







Common Pitfalls of A.I.

- Hallucinations: A.I. can simply state objectively incorrect facts
- Lack of Transparency: Outputs are generated via "black boxes" and without justification





Managing AI Risks

- Confidentiality and Data Privacy
- -Employment and Regulatory Issues
- -Third-Party IP Infringement
- Security Vulnerability





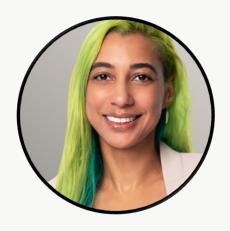
Questions



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